Computer Games Development CW208

Technical Design Document

Year IV

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C00218453

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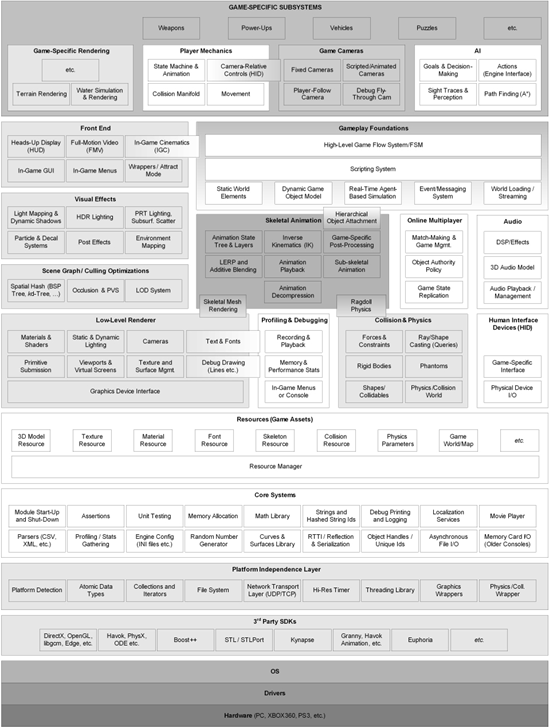
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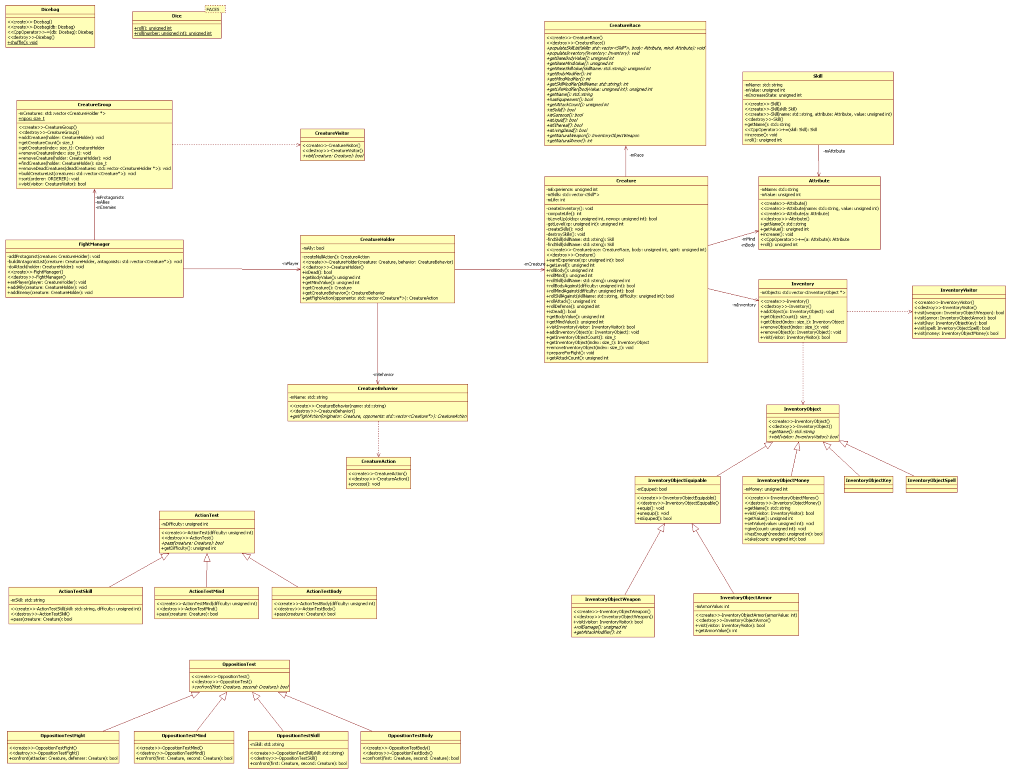
Game Architecture

Game Specific Subsystems and Game Engine Architecture



UML

***Class Diagram: RPG Rules***

Features

***Feature: Player***

Tasks:

1. Create a player class that ….
2. …….

CRC Cards

|  |  |
| --- | --- |
| ***Class Name : Player*** |  |
| Subclasses : |  |
| Superclasses : |  |
|  |  |
|  |  |
| Responsibilities | Collaborators |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| ***Class Name : NPC*** |  |
| Subclasses : |  |
| Superclasses : |  |
|  |  |
|  |  |
| Responsibilities | Collaborators |
|  |  |
|  |  |
|  |  |
|  |  |

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